

THE TSN TIMES

New 3-D Golf Game!
Story In This Issue.

VOLUME ONE/ISSUE THREE/JULY 1993

The Sierra Network®
PART OF THE SIERRA FAMILY

A PUBLICATION OF THE SIERRA NETWORK

Prodigy Alliance Announced

TSN Link Will Bring Fun To Prodigy Members

Prodigy members will soon find that beaming to Cyberspace is as easy as a click of the mouse! The Sierra Network® has entered into an agreement with Prodigy to allow access to TSN through the Prodigy service, a move that is likely to create dramatic growth in TSN membership.

This is the first alliance between two major on-line networks, and will allow unprecedented on-demand access to the single largest collection of on-line information and graphically rich entertainment in the industry.

The Prodigy service offers families with personal computers instant access to up-to-the-minute news, weather, stocks and sports scores, education and reference databases; games and entertainment; bulletin boards and e-mail; brokerage, banking, and information for personal financial management; travel ticketing; and electronic shopping.

New Multi-Player 3-D Golf on TSN!

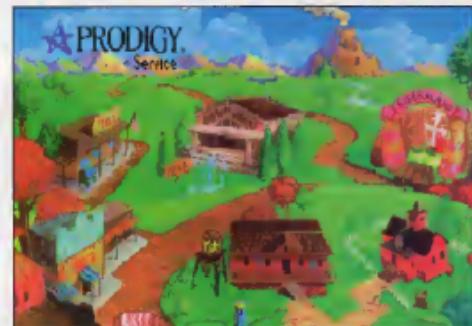
TSN is a nationwide electronic amusement park that brings people together for live, interactive fun and games through personal computers. Its many action-packed multi-player games include Red Baron, the World

Unprecedented On-Demand Access.

War I combat simulator: The Shadow of Yseribus, a fantasy role-playing game; plus Backgammon, Bridge, and dozens of other classic games that can be played by two or more gamers thousands of miles apart.

The alliance between these two services is a logical fit, because together they will provide everything an on-line user could want. According to James A. Galambos, General Manager of Prodigy's Entertainment and Education Division, "Choice is what today's on-line customer wants, and that's what this alliance delivers in abundance."

Prodigy users will soon be able to click on a TSN icon and access Cyberspace. This will enable them to



This is how the map will appear to those who sign onto TSN from Prodigy.

experience much of what TSN has to offer, especially real-time groups and chat. Prodigy users will not be able to access LarryLand or the Mall. In

not provide, access to TSN will allow Prodigy users exposure to multi-player gaming and unique TSN environments. These two networks,

Everything An On-Line User Could Want

addition, Prodigy users will be paying for TSN access at Prodigy's on-line rates, which offer access on a per-minute basis, as opposed to a monthly flat fee.

Since Prodigy concentrates on other on-line services that TSN does

while distinctly different, compliment each other well," says Philip J. Monego Sr., General Manager of TSN. "Together, they run the gamut of interests for all ages."

Once Prodigy users have exper-

continued on page 3

Home Improvement on TSN

This summer you may find that some of the TSN friends you're playing with are television celebrities! Jonathan Taylor Thomas and Zachary Ty Bryan, from the hit television show "Home Improvement", will be on-line this summer to play games, answer questions, and make friends.

**"They had just gotten
on-line and already
were having fun!"**

"Home Improvement" is a popular television series based on characters from Tim Allen's stand-up comedy routines. The number one-rated



Jonathan Taylor Thomas



Zachary Ty Bryan

Tee off with TSN's 3-D Multi-Golf.

see story on page 3

THE TSN TIMES

INSIDE THIS ISSUE

ACBL Women's Trials	2
Conference Schedule	3
Controlling TSN Costs.....	2
3-D Golf.....	2
Home Improvement	1
Now Hear This!	3
Red Baron Squadrons	2
TSN Mall Specials.....	2

continued on page 3

FIRST CLASS MAIL
U.S. POSTAGE PAID
PERMIT #2
LOS ANGELES, CA



"What does BK stand for?" I am asked this question constantly. I tell the obvious newcomer to TSN, "It stands for Blue Knights — my squadron." They usually reply, "What's the point of joining a squad?"

There are many reasons to join a squad — nearly as many reasons as there are squads themselves. Here are some of the best:

Squadrons keep you abreast of all the Red Baron events taking place on TSN. Most squads publish newsletters containing everything you need to know about tournaments, activities and various other TSN goings-on.

Squadrons provide a wealth of Red Baron lore and experience to their new members. Novices can learn from seasoned veterans of the electronic air. Squads must inherently share tactics and flight secrets if they are to survive their rigorous tournament schedules.

Also, to the dismay of solo pilots, Red Baron tournaments are often squad-based. If you're not in a squad, you can't join. The tournament organ-

Why Should You Join a Red Baron® Squadron?



izers aren't being snoobs. Their decision is done from necessity. By keeping tournaments squad-based, the tournament organizers only have to set up matches between each squad. The

squad leaders can then choose and contact the individual pilots to fly the matches. If tournaments were not squad-based, the organizers would have to keep track of hundreds of individual pilots.

Finally and most importantly, squadrons provide a great way to meet people. Like any group or organization, a squadron is a social gathering. Several life-long relationships have started in squads on TSN.

My typical conversation with a newbie ends with them asking, "So which squad is the best?" Unfortunately, there is no definitive answer to this question. I could cite which squad won a certain tournament, or war, or point them to the BGB ladder. However, the truth of the matter is the best squad is the squad that you like the most. Each squad has its own ideals, rules, activities and members. The best advice I can offer is to fly and, more importantly, talk to members of several squads and pick the one with which you're most comfortable.

Below is a list of all squads as of 5/1/93. The source is the Red Baron Squadron Poll

- ① IronmanName/Mot-Founded Founder
- ② AK/Arabian Knights-TSN-4/27/92-AKSteve
- ③ BK/Blue Knights-TSN-4/27/92-BKSteve
- ④ DP/Dawn Patrol-TSN-9/3/92-DPGunner
- ⑤ Ego/Ego-TSN-5/23/92-EgoMaster
- ⑥ Flying Circus-TSN-7/20/92-Snoopy
- ⑦ FD/Flying Devils-TSN-4/9/92-LordFD
- ⑧ FS/Fusion Squadron-TSN-4/22/93/murphy
- ⑨ IG/IdeasWander-TSN-4/19/92-Von Helton
- ⑩ IR/Iron Legion-TSN-7/10/92-IRFlyboy
- ⑪ LC/STORM/Les Goggers-TSN-4/19/92-LCHawker
- ⑫ LE-League of Electronic Aviators-TSN-5/9/92-Horne/LEA
- ⑬ LL/Living Legends-TSN-7/11/92-CaptainLL
- ⑭ NCT/Notched Claws Twisters-TSN-4/19/92
- ⑮ NF/Night Flies-TSN-4/14/93/NFUPO
- ⑯ PF/Phantom Flyers-TSN-3/25/93-PfKreman
- ⑰ PS/Pig Stampers-TSN-4/9/92-PigRabbit
- ⑲ SB/Screening Blues-TSN-4/27/93-SBInvincible
- ⑳ SD/SunDowners-TSN-1/23/93-AltaSD
- ㉑ SE/Screaming Eagles-TSN-4/8/92-RockySE
- ㉒ TA/The Amazons-TSN-5/9/92-KeyTA
- ㉓ TE/The Exorcists-TSN-8/27/92-Exorcite
- ㉔ WFTWT(Women's Flying Team-TSN-8/92-CandiceT)
- ㉕ WM/Window Makers-TSN-1/23/93/CloudDW
- ㉖ WWW/Wing Walkers-TSN-4/27/92-IronWing

TSN Bridge Members Qualify for the ACBL Women's Trials

Every year, the American Contract Bridge League (ACBL) sends two open teams and two women's teams to the world championships. These teams are selected by a series of team trials.

In order to qualify for the team trials, a team must do well in preceding national events.

TSN members Karen Singer and Karen Allison are one of only seven teams to qualify for the ACBL women's trials.

Singer and Allison live on opposite coasts, providing little opportunity for them to practice in person, given that they are "normal" folks and cannot afford the time or money it would take to fly and meet.

TSN provides them the opportunity to practice as a team several times a week and follow their games with in-depth discussions about their hands in a chat room.

The team plays four-card majors, weak no-trumps (12-14 points) and weak two bids.

"TSN is wonderful for keeping us tuned-up" says Singer. "I play very few 'live' sessions anymore, maybe 20 a year."

In their spare time, both women read and post to the Pets, Recipes and many other of TSN's bulletin boards.

Look for their postings in the Bridge Club's bulletin boards on interesting hands from the trials.

Let's all get together and cheer them on during the upcoming trials.

PUBLISHER

Philip J. Monegro Sr.

EXECUTIVE EDITOR

John Williams

MANAGING EDITOR

Rick Beardsey

EDITOR

Rich Monosson

ART DIRECTOR

Lori Lucia

CONTRIBUTORS THIS ISSUE

Marcia Bridgeman

Ieff Lembarts

Michael Morris

Rich Monosson

John Williams

Leslie Wilson

The TSN Times represents an attempt to inform TSN members about new developments on The Sierra Network.

TSN Times is published monthly by The Sierra Network, P.O. Box 1, Oklahoma City, OK 73144-4100.

For information please contact Rick Beardsey at (209) 735-0700.

The Sierra Network
FAX: 209-735-0700

TSN is a subsidiary of Sierra Online. Sierra Online Inc. is a public company whose stock is listed on the NASDAQ Exchange as SIER. ©1992 The Sierra Network

TSN Certificate provides hours of fun!

Give the Gift of Time

Invite your friends to the on-line party! Give them the most exciting computer experience there is — The Sierra Network. Our Fun Certificate is their ticket to hours of computer entertainment with folks from all over the country.

TSN offers two certificates: one for current members and one for potential members. If you'd like to order a gift certificate, simply enter the Mall

and order The Sierra Network Fun Certificate. Or, if your friends don't have a modem, give them the TSN Game Modem that comes with \$30 in TSN time. You can also order certificates through the Member Services department at 1-800-SIERRA-1. So invite your friends to our nationwide party; give them the gift of fun!

New Way to Control TSN Costs



Has this ever happened to you?

You're having such a great game or conversation on-line that you lose track of time. The next thing you know, your monthly charge is much higher than you'd banked on.

Well, before you get a loan from the bank, consider TSN's solution — our new billing limits option. Just call 1-

800-SIERRA-1 to let our friendly Member Services folks know you'd like a dollar limit imposed on your account. With this service, you will be prevented from incurring charges over your present limit.

This is just one more way we're striving to make TSN the happiest place in Cyberspace!

July 1st-15th:

Family Fun Pack.....\$29.95
(Geffen's L'Hoyle III, Conquests of the Longbow, Screen Antics)

Sierra Award Winners\$49.95
(King's Quest V, Red Baron, Rise of the Dragon)

The Incredible Machine.....\$29.95
The Incredible Machine Add-on Disk.....\$12.95

July 16th-31th:

Football	\$39.95
Screen Antics	\$19.95
Heart of China	\$12.95
Nova 9	\$12.95
Rise of the Dragon	\$12.95
Stellar 7	\$12.95

NOW HEAR THIS!

PLAY POKER IN A POLITE ATMOSPHERE

Polite Place has been set apart from the other LurayLand rooms and maintains the same Community Standards as the family areas of TSN. Here, adults 18 years of age or older can go and play Poker, Blackjack, Slot machines and Roulette and still experience the same family-oriented atmosphere you expect in all the other lands of *ImagiNation*.

STAR SPANGLED TRIVIA

What would the Fourth of July be without fireworks? You won't have to find out because TSN will be there to celebrate with you! Grab your blanket and sit down in the "Star Spangled Trivia" conference room in Tech Tower from 6 pm to Midnight on Sunday, July 4. TSN and the people who bring you trivia games seven days a week invite all members to join them for a six-hour display of trivial pyrotechnics. Each hour, a Sierra On-Line game will be awarded to the member whose point rocket goes the highest. Please join us as we commemorate our nation's birth of independence!

POETRY WORKSHOP WORKS WONDERS

If you are an aspiring poet or have an interest in poetry, consider attending the Poetry Workshop on Fridays at 8 pm in the Country Club.

Each week the group discusses a poem written by one of the members. If you plan to attend, let HAL9000 (17066) know if you want a copy of the poem ahead of time.

BRIDGE TOURNAMENT SET

A Bridge tournament will be starting this month. TSNBridge (1982) will be taking sign-ups for the double-elimination event through July 10. Entries will be in either "Open" or "Standard Card."

QUESTIONS ABOUT HIV/AIDS?

An HIV/AIDS Information Conference has been set for Wednesdays at 6 pm in the Singles Club. Registered nurse Darlene (22991) will be available to answer your questions.

MEET YOUR TSN FRIENDS

The Seattle picnic is set for Saturday, July 17 at Magnolia Park. Contact SeattleDay (49053) for directions and information.

An Ohio TSN get-together is set for Saturday, July 17 and Sunday, July 18 at Kings Island Amusement Park in Kings Mill. Contact Melinda (41319) for details.

Cedar Point in Sandusky, Ohio is the place for another TSN event on Saturday, August 7. Contact JimWise (17774) for more information.

The first NATIONAL TSN gathering is organized for Thursday, October 14 through Sunday, October 17 in Dallas, Texas. Contact kathyf (21202) for information.

OutToLaunch (30973) is organizing the fourth TSN GROUP CRUISE from Friday, December 10 to Monday, December 13, sailing round-trip from Los Angeles. Write him for details.

VACATION SCHEDULE

The TSN Conference Director and TSN Editor will be on vacation during the first half of July. We apologize for any inconvenience this may cause.

ImagiNation To Have Its Own Set of "Links"

This fall, The Sierra Network proudly presents the answer to a computer golfer's prayers. By combining cutting-edge technology with state-of-the-art graphics, TSN's 3-D Golf has made a quantum leap forward in computer golf games. In a few short months, TSN will offer this playable, realistic golf game on-line.

If you've ever played computer golf, you know that the major drawbacks are graphics and speed. In addition, golf is a social game, and it's hard to recreate friendly competition and camaraderie in a solitary environment.

Speed. The main complaint computer golfers have is with the speed at which golf programs run. The graphics are gorgeous, but unless yours is a high-end machine, the software is so slow you could probably play an actual game of golf faster — without a cart. 3-D Golf is exceptionally fast, which means you won't die of old age waiting for the graphics to redraw on the twelfth hole.

Graphics. Or maybe the game isn't too slow, but you settle for low-resolution graphics so primitive that you have to keep looking at the game box to reassure yourself that you're playing golf. 3-D Golf provides 256-color VGA graphics so realistic you'll want to replace your divots.

Socializing. Computer golf is usually a solitary game so you can't do the fun stuff, such as making wagers (non-monetary, of course) and boasting about your game afterward. This fall, on TSN, you will be able to do all that plus pique fun at the other players, and spend time in a golfers' club chat room discussing the fine points of your technique after the game. You'll be able to compete with



Get to the green through realistic obstacles - make side bets on each shot with other players!

up to seven other players in a real-time environment unmatched by any computer game.

Novices to computer golf will find the TSN environment particularly conducive to learning the game. With so much potential competition online, it will be easy to locate players at any skill level. Soon you'll be playing like a pro!

This fall, TSN will offer 3-D Golf game at a special preview rate. Watch The TSN Times for more details!

15c

Prodigy

continued from page 1

rienced the benefits of on-line gaming, TSN and Prodigy will both gain thousands of new and happier members. For current TSNers, the advantages of the alliance are obvious. First, the number of on-line neighbors to play with will increase dramatically. But more importantly, more members means that The Sierra Network can continue to provide its members with high-quality entertainment at extremely low rates.

So give a warm welcome to our Prodigy guests. The more the merrier!

15c

Home Improvement

continued from page 1

show, which airs on Wednesday evenings, deals with the trials and tribulations of a suburban family with a father who hosts "Tool Time," a home improvement TV show.

Zachary Ty Bryan plays Brad Taylor, the oldest of Tim Allen's three TV sons. Jonathan Taylor Thomas plays the middle son, Randy. Both Zachary and Jonathan are excited about being on-line, and TSN is looking forward to hosting them.

Jonathan and Zachary will be playing TSN on IBM PCjr computers

courtesy of IBM, and their hard disks have been stuffed with an assortment of Sierra Games as well as TSN's *ImagiNation*. The computers were delivered to them personally at their homes by The Sierra Network's Director of Marketing, Jeff Lebowitz. Mr. Lebowitz showed each of them how their computers worked. First Zach, and then, on the following day, Jonathan. "While we were showing Jonathan TSN, Zach found us on-line and immediately the two of them began playing together," said Mr. Lebowitz. "They had just gotten online and already they were having fun!"

15c

Everyone at TSN is pleased when our members make new friends online. We are particularly delighted when we get mail about TSN being where couples meet and fall in love.

TSN is proud to announce that we have been a part of some very happy couples finding each other.

MaxxUSMC asked Shellie for her hand in marriage on Friday, April 9 and the wedding is scheduled for Saturday, July 10 in Camden, New Jersey.

JRsLADY (aka MsPetite)

and JBLBlack met on TSN and will wed this September. They wish to thank TSN

for bringing them together. PRISM and QUARTZ met on TSN in

February and will also be getting married in September. They were introduced by a mutual friend, they played a few games, and the rest is blissful history.

engaged on Valentine's Day. They are planning to be married January, 1994.

Thorston and Juliette (aka Velvet) met on-line and want to thank everyone at TSN for being the vehicle

that brought them together. A date has not been set yet for their marriage.

Lloyd and Margo were just married on June 3, 1993 after having met on TSN only three months before. We are told they are very happy.

Darknight and SonjaD will be getting married on October 31, 1993 exactly one year after they met on TSN.

Congratulations to these and all the other couples (you know who you are) that have met and fallen in love on The Sierra Network!

15c



Conference Schedule for July

The Sierra Network offers special rooms for clubs and conferences on a vast variety of subjects, addressing as many of our members needs as possible.

This is where you will find Yseribus Guild and Red Baron Squadrions meetings. You will also find trivia and role-playing games (RPGs) on a regular basis. In addition, you will find clubs and discussions on a multitude of special interests from politics, self-help groups, poetry to comic books and video games. Only your imagination can limit the number of topics available to members.

The following is the schedule of conferences for the month of July as of June 11. The schedule is subject to change. Conferences marked "Private" or "Pvt" require approval from the conference's host or moderator to attend. If you have a question regarding a specific conference listed here, please write to the name and box below the conference name. Trivia questions should only be sent to box 994. All times listed are Pacific Time.

SUNDAY

TEEN SCENE:

5 pm LOS Teen Conference *Pvt*

(Auger 301)

5 pm Castle Air Force *Private*

(CAFWing 04/03)

5 pm Cindy Crawford Fan Club

(Brie 3347)

8 pm Teens and Tots

(Asten 20248)

HELP ROOM:

* On the hour 10 am to 5 pm *

* New Era Orientation *

6 pm Los Angeles Squadron

(LAWing 205/09/12nd/10)

7 pm Star Cruiser *Private*

(AlderonGM 33624) (Zeo/400)

BOARD ROOM:

1 pm Fantasy/Warrior Conference

(Sith 373-40)

5 pm Street Fighter 2 Club

(Jarl 387/31)

6 pm NEGS Gold Meeting

(Oreka 38919)

6 pm Potato Forum

(Antipode+ 13021/0eaB+-)

COUNTRY CLUB:

10 am Greater Powers RPG

(GtrPowersGM 373/45)

Noon LORC Meeting

(Bithul 340/18)

4 pm Marvel Comic Books

(Jason 31569)

6 pm Rangers Guild Meeting

(Sky 561/54)

CHSS-60 CLUB:

4 pm Covenant Guild *Private*

(Ourskaab+ 49763)

4 pm C Programming

(Picoe 001/02)

5 pm Elanithia *Private*

(TKT 101/12)

6 pm EFTS *Private*

(AdmiralDel 201/01)

TECH TOWER:

10 am Dovens on Computers

Live On The Radio Broadcast

4 pm TTS Trivia Madness

6 pm TTS Trivia Masters

8 pm Caesarian Section

(CAESAR 1961/5)

SINGLES COVE:

8 am Saxon Frontier RPG

(Istar 70601)

4 pm Jester's Lair

(Larb+ 240/01)

5 pm Coopersburg Guild

(Ticaro 230/05)

6 pm Rfts RPG

(Gambit 53/43)

PILOTS LOUNGE:

Noon Air Raiders/Rangers Squad

(Jarl/Zeal 30/02) *Pvt*

4 pm Berserkers *Private*

(SMC 56712/2)

6 pm Wng Walker Squadron

(WWBwak/Mas+ 163/40) *Pvt*

6 pm Sky Wars

(BBHawk 186/2)

TEEN SCENE:

7 pm Raleigh Kids

(Zack 47/973)

RPG ZONE:

7 pm RPG

(Samra 5264/5)

HELP ROOM:

5 pm Michigan Madness

(STEPHEN 46/0724) (tx 6/14)

7 pm TTS Training

(TSNTrolls 99/8) (tx 6/21)

PILOTS LOUNGE:

6 pm Blue Knights Squadron *Pvt*

(BKNBlueCloud 166/2)

TEEN SCENE:

7 pm SCGLA *Private*

(Chikara+ 339/96)

COUNTRY CLUB:

5 pm Political Differences

(KAMON 14/15/04)

7 pm KAMON Meeting Hall *Pvt*

(CHAMONIX 33/49)

CHSS-60 CLUB:

7 pm Chess Club Business

(Latvian 38/257)

RPG ZONE:

6 pm Beyond ADD&D

(Reyway+ 47/966)

SINGLES COVE:

6 pm Vampire Masquerade RPG

(oblivion 46/015)

6 pm Hockey Conference

(HockeyGM 52/93)

TEEN SCENE:

8 pm Star Wars Club

(Irix 37/099)

6 pm XM Squadron

(j00900/5 28/233)

TEEN HANGOUT:

7 pm OS/2 Users Group

(FrankW 21/033)

7 pm Batman RPG

(Tanya 65/204)

BRIDGE CLUB:

7 pm Beginning Bridge Lessons

(GrandSlam+)

TECH TOWER:

6 pm TTS Word Play

7 pm TTS Word Play

9 pm TTS C & B's Graffiti Trivia

PILOTS LOUNGE:

6 pm Zero Hour *Private*

(MrWhiner+)

7 pm WFT Squadron *Private*

(JewelW 16/133)

CARD YARD:

6 pm DFC RPG *Private*

(AngerGM 6/9/82)

TEEN SCENE:

7 pm Computer Crime Awareness

(SCOM 33/62)

SINGLES CLUB:

6 pm GameMaster RPG

(Hyper 22/36)

COUNTRY CLUB:

5 pm They Might Be Giants

(MeatLoaf 12/93)

6 pm Champs RPG

(H2R 40/16)

6 pm Tales of Times of Firm

(Niran 44/11)

7 pm Star City Club

(Aphex 24/76)

CARD YARD:

7 pm FOGG RPG

(Starmer 7/18/98)

TOURNAMENT ROOM:

7 pm Star Trek Madness

(Trek 10/03/01)

8 pm Star Trek Madness

(Trek 10/03/01)

TEEN HOUSE:

5 pm BBTS RPG

(BBTS 17/23/9)

5 pm Dragons End Campaign

(Archer 03/30/7)

10 pm Star Trek RPG

(Caterpillar 10/00/98)

TEEN HANGOUT:

7 pm Star Trek Madness

(Trek 10/03/01)

BRIDGE CLUB:

7 pm Beginning Bridge Lessons

(GrandSlam+)

TEEN SCENE:

7 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)

TEEN SCENE:

6 pm Star Trek Madness

(Trek 10/03/01)